

TACTIKA REGULATIONS

The tournament consists of 2 phases followed by a final, which are described below.

Ranking

After each phase, a ranking will be determined and points awarded to the top (3) three performing teams.

1st place: 15 points / 2nd place: 10 points / 3rd place: 5 points

Arbitration

A first offense results in a penalty (orange flag) and a whistle stoppage of play, with the offending fighter being removed from the scenario for a duration of 120 seconds.

- A second offense results in a penalty (orange flag) and a whistle stoppage of play, with the offending fighter being completely removed from the ongoing scenario.
- If a team accumulates 3 penalties, the team automatically loses the ongoing scenario.
- If the referees agree that a team (not individual participants) has displayed unsportsmanlike

conduct during a scenario, the team will be disqualified.

If the gesture is deemed severe by the referees, the offending fighter may be completely removed from the ongoing scenario, potentially from the tournament.

No disrespectful behavior towards a marshal will be tolerated, and it may result in the disqualification of the team.

Description of Scenarios and Objectives:

Annihilate the Enemy (100 kills)

Each team has a healing well that can provide up to a maximum of 100 lives.

Objective: Kill everyone before your team is annihilated.

- Each team has a healing well that can provide up to 100 lives. Each time a dead player uses the well, their team loses a point.
- The objective is to make the opposing team lose as many lives as possible.
- Two things can end this trial: a team running out of lives or the timer reaching 10 minutes.

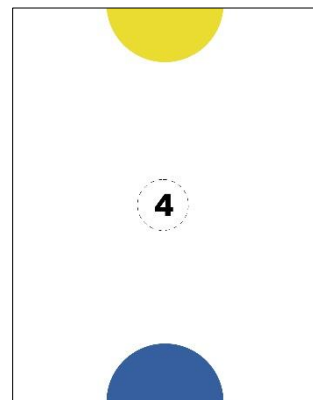
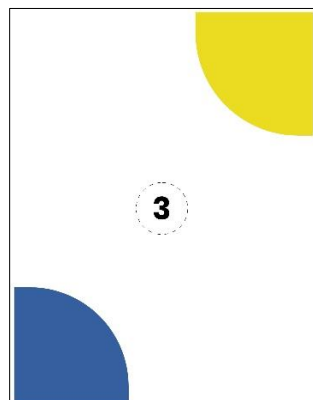
Tiebreaker:

Tiebreaker:

1- Differential (enemies killed \pm deaths within the team)

2- Time

Terrain 3 or 4



Protect the Commanders

Each team designates 3 commanders.

Each team has an infinite healing well.

Objective: Eliminate the 3 commanders of your opponents before they eliminate yours.

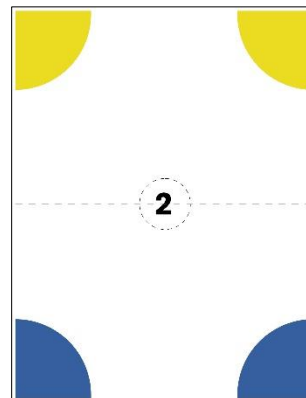
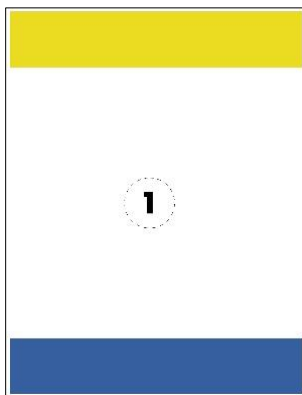
Tiebreaker:

- 1- Number of remaining commanders at the end
- 2- Time

- Each team designates 3 commanders.
- Each team has an infinite healing well.
- The objective is to eliminate the 3 commanders of the opposing team before your own are eliminated.
- When a commander is killed, they go to the healing well and remove their identification sash to become a regular warrior.
- Two things can end this trial: the death of 3 commanders from one team or the timer reaching 10 minutes.

For the ranking of this phase, the number of surviving commanders is accumulated for each team when all rounds are counted.

Terrain 1 or 2



Gueling gueling pouet

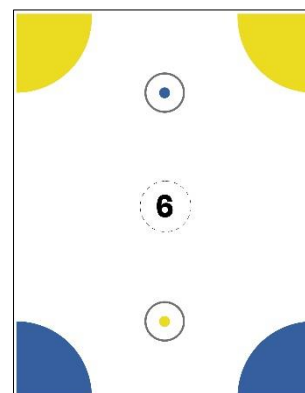
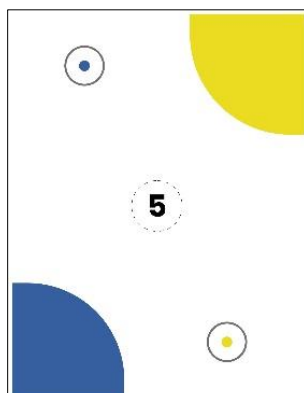
Ring the Bell (3 times consecutively) to accumulate a success.

Objective: Be the team that has accumulated the most successes.

Tiebreaker:

- 1- King of the Arena (free-for-all)

Terrain 5 or 6



Control the Territory

2 marshals assigned to scoring. When the marshal judges that a team controls the majority of the territory, the team accumulates time. As soon as the territory is contested, the time is stopped.

Objective: Maintain control of the territory for the longest and most frequent periods.

Tiebreaker:

1- Time

2- 8 versus 8, the first team to eliminate the opponent

Terrain 1 or 2

